

Brian Blume
Detour
for percussion ensemble



Detour by Brian Blume
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Program Notes

While a detour is often an annoyance or a hindrance, occasionally a detour can add some excitement to an otherwise mundane travel experience. Maybe it is a detour through a new and exciting landscape, or perhaps a detour takes you on a treacherous and thrilling journey. Sometimes life forces us to take detours from our planned routes, making it a truly unpredictable and wild ride.

Detour was commissioned by Mr. Mike Bolla, band director at Center Grove Middle School North (Greenwood, Indiana), for his band's performance at the 2012 Indiana Music Educators Association (IMEA) State Convention in Fort Wayne, Indiana.

Performance Notes

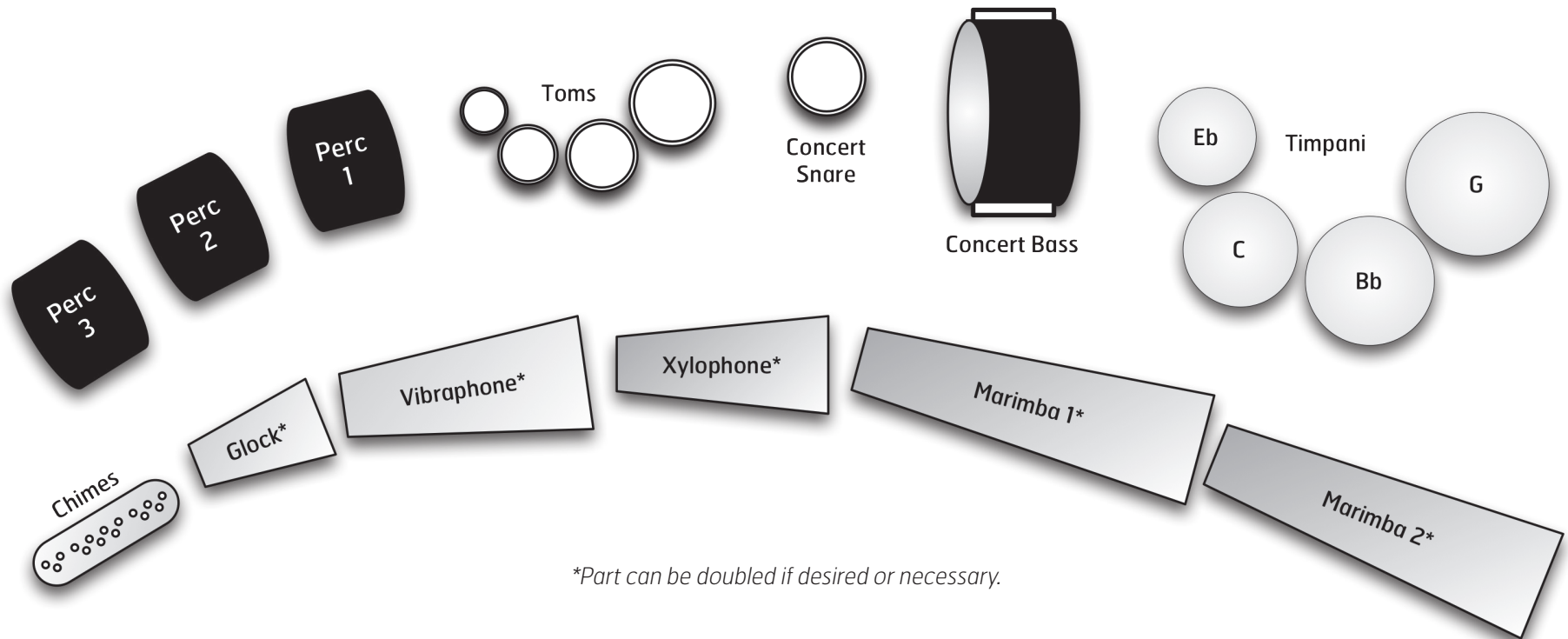
1. Implement choices are indicated in each player's part (and in the score).
2. The chime scrapes work best if the player starts with his/her arms crossed, LH at the high end of the chimes on the "black" notes, RH at the low end on the "white" notes and scrapes in opposite directions.
3. The random notes in the vibraphone and glockenspiel parts should be limited to the choice of notes given, in random order, in any octave, and not in time. They provide a light background color and should stay underneath all other voices.
4. Several parts have numbers in parentheses over repeated measures to help the players count how many measures of that part they have played.
5. The feathered beam in the triangle simply means to strike the triangle quickly at the very beginning and gradually slow down over the course of the measure.
6. Rolls in the tom-tom part should be executed as single stroke rolls (as opposed to buzz rolls).
7. In the hi-hat part, the plus (+) means to play with the hi-hat closed, and the ° means to play with the hi-hat slightly open, with the cymbals still touching each other.
8. The timpanist is required to change tuning twice, as indicated in the score:
 - between m. 11 and m. 15 (C to D)
 - between m. 17 and m. 21 (D back to C)

Players and Instrumentation

Detour requires **13 players** with the following instrumentation:

- Glockenspiel*
- Two 4.3-octave (low A) marimbas*
- Vibraphone*
- Xylophone*
- Chimes
- Timpani (4)
- Snare drum, triangle
- Concert toms (4)
- Concert bass drum
- **Percussion 1:** Hi-hat, shaker
- **Percussion 2:** China cymbal, suspended cymbal, sizzle cymbal, triangle
- **Percussion 3:** Tam tam, windchimes, temple blocks

Suggested Setup



**Part can be doubled if desired or necessary.*

Level: Med-Easy
Approx. playing time: 3'00"

Comissioned by Mr. Mike Bolla (Director) and the Center Grove Middle School North Band (Greenwood, IN)

Detour

Brian Blume
(ASCAP)

Ominous ♩ = 80
w/ hard plastic mallets (end on downbeat)

play these notes in random order, in any octave (approx. 2-3 notes per bar)

Glockenspiel *ff* *pp*

Marimba 1 w/ med. yarn mallets *mp*

Marimba 2

Vibraphone w/ med cord mallets *f* *pp*
play these notes in random order, in any octave (approx. 4-5 notes per bar)

Xylophone

Chimes scrape w/ hard plastic mallets *ff* w/ chime hammer *mp*

Timpani (4) (G, B♭, C, E♭) w/ soft mallets *ff* *p* (4)

Snare Drum & Triangle *f* *p* to snare

Concert Toms (4)

Concert Bass Drum w/ med. BD beaters *p* *f* *mp*

Percussion 1 (Hi-hat, Shaker) [Hi-hat] (w/ shoulders of sticks) *f*

Percussion 2 (China cym, Sus Cym, Sizzle Cym, Triangle) [China cymbal] (w/ shoulders of sticks) *f*

Percussion 3 (Tam Tam, Windchimes, Temple Blocks) [Tam tam] *p* *f* [Windchimes] (w/fingers) *mp*

Sample
Image

[illegible]

B Vivo ♩ = 160

dampen as quickly as possible

to hard yarn mallets

(1/2-step)

p *f* *p*

to hard plastic mallets

w/ hard plastic

gliss.

to hard plastic

w/ hard plastic

ff

D $\searrow$ C to medium mallets

stick shot

choke!

Tam tam

choke!

p *f*

mf

Sample
Image

C

24

G *f* *mp*

M1

M2 *f* *mp* *8th*

V *f* *mp*

X *f* *mp* w/ hammer

Ch *mp*

D

mf

f

mf

f

mf

mf

p

mp

(4)

simile

v/ tri. beater

(1 mallets)

p *mf*

Sample
Image

This is a musical score for the song "The Sound of Silence" by Simon & Garfunkel. The score is written for a piano, guitar, and vocal ensemble. The key signature is B-flat major (two flats), and the time signature is 4/4. The score is divided into two systems, with the first system containing measures 1 through 12 and the second system containing measures 13 through 24. The piano part (P1, P2, P3) features a complex rhythmic pattern in the right hand, with the left hand providing a steady bass line. The guitar part (G) plays a melodic line in the right hand and a bass line in the left hand. The vocal parts (V1, V2) are written for two voices, with the first voice (V1) having a higher range than the second voice (V2). The score includes various musical notations, including notes, rests, and dynamic markings. The dynamic markings include *f* (forte), *mp* (mezzo-piano), and *p* (piano). The score also includes a "choke!" instruction for the piano part in measure 24. The score is presented in a clean, professional layout with a white background and black text.

Sample Image

Sample Image

53 (Snare Drum solo)

G

M1

M2

V

X

Ch

T

SD

CT

BD

P1

P2

P3

mf

mf

mf

mf

mp

w/ hammer

mf

mf

mf

SOLO

f

p

f

3

mp

f

p

ff

mp

fp

f

p

mp

f

p

(8)

(8)

(w/ drumstick)

p

Sample
Image

60

G

M1

M2

V

X

Ch

f

mp

f

mp

f

mp

f

f

mf

ff

mf

mf

mf

p

f

Hi-hat

Temple blocks

mf

Sample Image

65

G

M1

M2

V

X

Ch

T

SD

CT

BD

P1

P2

P3

8va

no pedal

mf

mf

p

on bell of cym (w/ shoulder of stick)

The musical score is for a piece titled "Detour" by Blume, starting at measure 65. It features a multi-staff arrangement. The top section includes staves for G (Guitar), M1, M2, V (Violin), X, and Ch (Chorus). The bottom section includes staves for T (Tenor), SD (Snare Drum), CT (Cymbal), BD (Bass Drum), P1, P2, and P3 (Percussion). The score is written in 3/4 time with a key signature of one flat. Measure 65 begins with a guitar part (G) and a chorus part (Ch). The violin part (V) has a dynamic marking of *f* and a "no pedal" instruction. The percussion parts (SD, CT, BD, P1, P2, P3) are marked with *mf* and *p*. The P2 part has a specific instruction: "on bell of cym (w/ shoulder of stick)". The score continues through measure 70, with various musical notations including notes, rests, and dynamic markings.

Sample
Image

71

G *ff* *mp* *ff* dampen as quickly as possible

M1 *ff p* *mf* *f* *ff*

M2 *ff p* *mf* *f* *ff*

V *ff p* *mf* *f* *ff*

X *ff p* *mf* *f* *ff* miss:

Ch *p* *f*

mf *f* *ff*

f *ffp* *f* *fp* *f* *ff* stick shot

f *ffp* *f* *ff*

f *p* *f* *ff*

f *ff*

f *p* *f* *ff* choke!

f *ff*

Sample
Image



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